

a position detector detecting light from the light emitter to detect a spatial position of the light emitter at each of a plurality of positions as it moves through a defined spatial area; and

a control unit controlling a game, based on the spatial position detected by the position detector.

2. (Amended) A game apparatus operated by motions of a game players opposed to a display screen, comprising:

a light emitter disposed at a prescribed position and emitting light;

a light detector operated by the game player and detecting light;

a position detector detecting light from the light emitter to detect a spatial position of the light detector at each of a plurality of positions as it moves through a defined spatial area; and

a control unit controlling the game, based on the spatial position detected by the position detector.

6. (Amended) A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device including an operation unit operated by the game player connected by a flexible cable to a signal unit transmitting or receiving a position signal;

a position detector receiving or transmitting the position signal from or to a signal unit of the operation device to detect a spatial position of the operation device at each of a plurality of positions as it moves through a defined spatial area; and

a control unit controlling a game, based on the spatial position detected by the position detector.

7. (Amended) A game apparatus according to any one of claims 1, 2 or 6, wherein

a command display commanding a prescribed operation to the game player is presented on the display screen; and

the control unit judges whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a judgement result.

8. (Amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond are displayed, and a command mark appears at a preset appearance position and moved to one of said plurality of positions; and

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

9. (Amended) A game apparatus according to claim 8, wherein

the command mark contains a command of a specific operation;

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded as commanded.

10. (Amended) A game apparatus according to claim 8, wherein

the light emitter is provided on the operation device operated by the game player in the hand;

said plurality of positions are displayed at locations where the game player can operate the control unit with himself positioned at the center.

11. (Amended) A game apparatus according to claim 9, wherein

the light emitter is provided on the operation device operated by the game player in the hand;

said plurality of positions are displayed at locations where the game player can operate the control unit with himself positioned at the center.

12. (Amended) A game apparatus according to claim 8, wherein

the light emitter is put on a part of the body of the game player; and

said plurality of positions are displayed at locations where the game player can operate the control unit with himself at the center.

13. (Amended) A game apparatus according to claim 9, wherein

the light emitter is put on a part of the body of the game player; and

said plurality of positions are displayed at locations where the game player can operate the control unit with himself at the center.

14. (Amended) A game apparatus according to claim 10, wherein

the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector detecting a vibrated state of the operation device; and

the control unit controls the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

15. (Amended) A game apparatus according to claim 11, wherein

the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector detecting a vibrated state of the operation device; and

the control unit controls the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

16. (Amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond are displayed, and a command mark appears at a preset appearance position and moved to one of said plurality of positions; and

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a judgement result is displayed near the position of the appearance position.

18. (Amended) A game apparatus according to claim 7, wherein

a plurality of positions to which the game player can respond are displayed on the display screen; and

the control unit allocates operation sound to said plurality of positions, wherein the operation sound is different for each position.

19. (Amended) A game apparatus according to claim 7, wherein

a plurality of positions to which the game player can respond are displayed on the display screen; and

the control unit temporarily prohibits an operation of responding to one selected position, and displays that responding to the one selected position is prohibited.

20. (Amended) A game apparatus according to claim 1, wherein

the light emitter is provided in an operation device operated by the game player in the hand or on a part of the body of the game player;

the position detector detects based on the detected spatial position of the light emitter whether or not the game player has taken a specific pose and retained the pose for a prescribed period of time; and

the control unit controls the game, based on a detected result of the pose.

21. (Amended) A game apparatus according to claim 8, wherein

said plurality of positions are different from each other corresponding to a height of the game player.

22. (Amended) An input device used in a game apparatus according to claim 1,

the input device being operated by a game player and including a light emitter which lights.

23. (Amended) An input device used in a game apparatus according to claim 2,
the input device being operated by a game player and including a light emitter
which lights.

27. (Amended) An input device used in a game apparatus according to claim 6,
the input device being operated by a game player and including a light emitter
which lights.

28. (Amended) A game method, the method comprising:
emitting light with a light emitter operated by a game player;
detecting said light at a position detector to detect a spatial position of said light
emitter at each of a plurality of positions as it moves through a defined spatial area; and
controlling the game based on the detected spatial position.

29. (Amended) A game method, the method comprising:
emitting light with a light emitter disposed at a prescribed position;
detecting said light with a light detector operated by a game player;
detecting a spatial position of said light detector at each of a plurality of positions
as it moves through a defined spatial area; and
controlling the game based on the detected spatial position.

33. (Amended) A game method, the method comprising:

transmitting/receiving a position signal from an operation device including an operation unit operated by a game player;

receiving/transmitting the position signal from or to a signal unit of the operation device;

detecting a spatial position of the operation device at each of a plurality of positions as it moves through a defined spatial area; and

controlling the game based on the detected spatial position.

37. (Amended) A game apparatus according to claim 7, wherein

the operation device is operated by a game player, is held in the game player's hand, and has a shape like a percussion musical instrument, and

the operation device includes a hit detector detecting the game player's hitting the operation device.

38. (Amended) A game apparatus according to claim 7, wherein

a plurality of positions to which the game player can respond is displayed on the display screen; and

the control unit displays to which one of said plurality of positions the operation device corresponds.

39. (Amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond is displayed, and a command mark appears at a preset appearance positions and moves to one of said plurality of positions; and

the control unit judges, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and displays a judgement result near said one of said positions.

40. (Amended) A game apparatus according to claim 7, wherein

on the display screen, a plurality of positions to which the game player can respond is displayed, and a movement indication among plural ones of said positions is displayed; and

the control unit judges whether or not the game player has moved the operation device along the movement indication.

44. (Amended) A game apparatus operated by game player motion, comprising:

an operation device operated by the game player; and

a display unit displaying game displays opposed to the game player,

the display unit displaying at a prescribed appearance position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and commanding a prescribed position to which the operation device is to be moved.

45. (Amended) A game apparatus operated by game player motion, comprising:

an operation device operated by the game player; and

a display unit displaying game displays opposed to the game player,

the display unit displaying a prescribed position, and displaying at a prescribed appearance position on the display screen at least two command marks indicating at least

two operations different from each other in accordance with a rhythm of music, and indicating a path from the prescribed appearance position to the prescribed position.

46. (Amended) A game apparatus operated by game player motion, comprising:

an operation device operated by the game player; and

a display unit displaying game displays opposed to the game player,

the display unit displaying a plurality of positions, displaying a plurality of different command marks at a prescribed appearance position on the game screen moving, in accordance with a rhythm of music, along a path to one of said plurality of positions, such that

when the command marks arrive at a selected position, the game player moves as commanded by the command marks.

47. (Amended) A method for displaying a game operated by motion, the method comprising:

displaying on a display screen visible to said game player a plurality of command marks corresponding to movement of an operation device controlled by said game player, said command marks being displayed one by one from an initial display position in accordance with a rhythm of music,

the command marks containing at least two operational commands different from each other, and an initial appearance direction thereof indicating a command of moving an operation device to a prescribed position.

48. (Amended) A method for displaying a game operated by game player motion, the method comprising:

displaying on a display device a prescribed position

displaying at a prescribed initial display position on said display device a plurality of command marks corresponding to movement of an operation device operated by said game player, said command marks initiating at said prescribed initial display position in accordance with rhythm of music and moved along a track to the prescribed position,

the command marks containing at least two or more operational commands different from each other, the movement track commands movement of an operation device to the prescribed position.

49. (Amended) A method for displaying a game operated by game player motion, the method comprising:

displaying on a display screen a plurality of positions corresponding to possible positions of an operation device operated by said game player,

displaying a plurality of different command marks at a prescribed initial appearance position in accordance with a rhythm of music, said plurality of command marks being moved along respective paths to respective selected positions,

commanding the game player to move in a prescribed manner in accordance with each of said command marks when said command marks arrive at said respective selected positions.

51. (Amended) A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operating means operated by the game player;

a position detector detecting a spatial position of the operating means at each of
a plurality of positions as it moves through a defined spatial area; and

a control unit controlling a game, based on the spatial position detected by the
position detector.
